

ULTRA PONG™

and ULTRA PONG™ DOUBLES



OWNER'S MANUAL

ULTRA PONG™ DOUBLES — Model C-402(D)

ULTRA PONG™ DOUBLES CONTAINS 4 HAND-HELD CONTROLLERS

ULTRA PONG™ — Model C-402(S)



A Warner Communications Company

ATARI, INC., Consumer Division, 1195 Borregas Ave., Sunnyvale, CA 94086

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ATARI® ULTRA PONG™ and ULTRA PONG™ DOUBLES

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UNPACK GAME

When unpacking your Atari ULTRA PONG™ you should find:

- Atari ULTRA PONG™ Console
- Two (2) Hand-Held Controllers
- TV/Game Switch Box (with twin-leads)

The only tool required to set up your game is a flathead screwdriver.

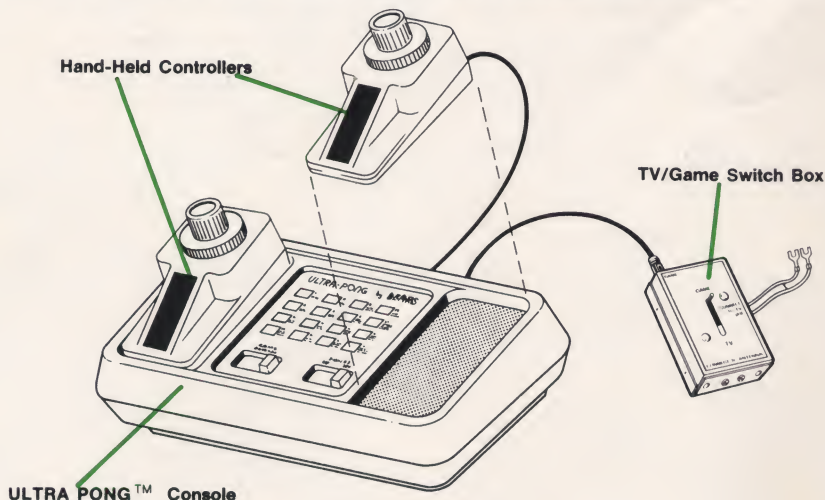


FIG. 1 — Parts of your ULTRA PONG™ game.

When unpacking your Atari ULTRA PONG™ DOUBLES you should find:

- Atari ULTRA PONG™ DOUBLES Console
- Four (4) Hand-Held Controllers
- TV/Game Switch Box (with twin-leads)

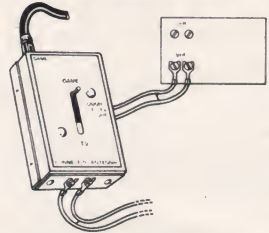
NOTE: ULTRA PONG™ and ULTRA PONG™ DOUBLES require four "C" size batteries to operate. These can be purchased locally.

INSTALL SWITCH BOX

Your TV/Game Switch Box attaches easily to your TV's VHF antenna screws. Find the picture that looks the most like the back of your TV set and follow those instructions. A flat screwdriver is required.

If your TV has four screws only:

- A. Disconnect the twin-lead wire from your TV and attach it to the "Antenna" screw terminals on the TV/Game Switch Box.
- B. Connect the twin-lead wire from the TV/Game Switch Box to the VHF antenna terminals on your TV set.



In each of these two cases, you may need to buy an "impedance matching transformer" (also called a "balun coil"). The transformer is necessary only if you do NOT have a flat twin-lead antenna wire. It is available at a nominal cost from your local TV and hifi stores.

If your TV has a "U" shaped slider or a slide watch:

- A. Move the "U" shaped slider to make connection between the two screws.

OR

Push the slide switch to the side marked "300 ohm" or "300 Ω ".

- B. If you have a round antenna cable:

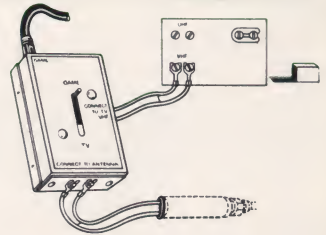
- Disconnect the cable from your TV.
- Screw the cable into the impedance-matching transformer.
- Attach the impedance-matching transformer to the "Antenna" screw terminals on the TV/Game Switch box.

OR

If you have flat twin-lead antenna wire:

- Disconnect it from the TV and attach it to the "Antenna" screw terminals on the TV/Game Switch Box.

- C. Connect the short twin-lead wire from the TV/Game Switch Box to the VHF antenna terminals on your TV set.



If your TV has a short round cable:

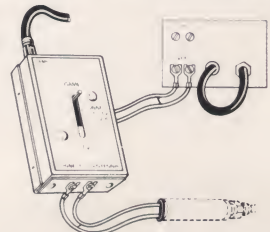
- A. If you have a round antenna cable,
 - Disconnect the cable from your TV.
 - Screw the cable into the impedance-matching transformer.
 - Attach the impedance-matching transformer to the "Antenna" screw terminals on the TV/Game Switch Box.

OR

If you have flat twin-lead antenna wire:

- Disconnect it from the TV and attach it to the "Antenna" screw terminals on the TV/Game Switch Box.

- C. Connect the short twin-lead wire from the TV/Game Switch Box to the VHF antenna terminals on your TV set.



- D. Plug the Game Cable from your Atari ULTRA PONG™ or ULTRA PONG™ DOUBLES Console into the TV/Game Switch Box at the "Game" connector. The TV/Game Switch Box can be left on your TV set permanently without bothering your TV program reception.

The TV/Game Switch Box can be attached permanently to the back of your TV set.

- Peel off the protective paper on the back of the TV/Game Switch Box.
- Press the exposed sticky surface onto any clear area on the back of your TV near the antenna terminals.

By attaching a TV/Game Switch Box to each TV in your home, you can easily move your Atari game from room to room. Extra TV/Game Switch Boxes, part number CA010325, are available from Atari, Inc. See page for ordering information.

FEDERAL COMMUNICATIONS COMMISSION REGULATIONS REQUIRE:

- Avoid using any more twin-lead wires from the TV/Game Switch Box to your TV than is supplied with the TV/Game Switch Box.
- Avoid connecting the twin-lead wire from the TV/Game Switch Box to any TV antenna or cable TV outlet.
- Avoid attaching loose wires to your TV antenna terminals when using your Atari ULTRA PONG™ or ULTRA PONG™ DOUBLES.

Any of the above may cause interference to nearby TV sets and is against Federal Communications Commission (FCC) regulations.

BATTERY INSTALLATION

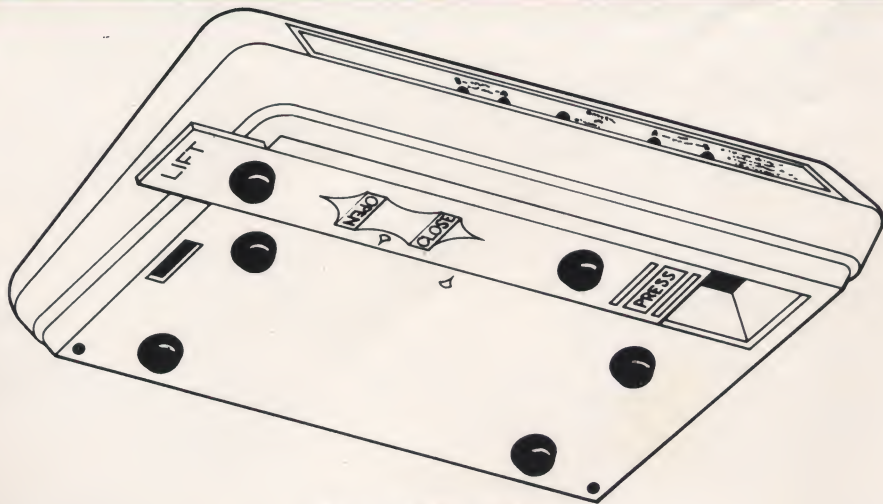


FIG. 2 — Battery Installation

Remove Battery Cover by pressing down with right hand on spot marked PRESS. At same time lift up other end of Cover, and slide Cover out to the left (See Figure 2). Install four size "C" batteries in Battery Compartment by following diagram engraved on inside of Cover. Be very sure that batteries are facing in the correct direction. If you insert one or more of the batteries backwards, you may damage the electronic circuitry, so be sure to check that the batteries line up as shown on the Battery Cover.

Replace Battery Cover by lining up both arrows. Slide Cover to the right about one-half inch, and it will snap into place.

BATTERY ELIMINATOR

You may wish to purchase an Atari Battery Eliminator for your game. The Eliminator lets you use normal house current instead of batteries. The Battery Eliminator, Part No. C0104720 is available from Atari, Inc. See the back page of this manual for ordering information. Plug Battery Eliminator into wall outlet. Plug other end of Eliminator wire into Battery Eliminator Jack on Console unit. You do not need to remove batteries from the Battery Compartment; using the Eliminator automatically shuts off power from the batteries. However, if you are using the Battery Eliminator for more than a month, or if you are not using the game at all for more than a month, you should remove the batteries from the Battery Compartment.

Use of any battery eliminator other than the one designed for your ULTRA PONG™ or ULTRA PONG™ DOUBLES can damage the unit and invalidate the Warranty. Power requirements: 5.5v DC, 100 ma.

INSTALL CONTROLLERS

The Atari ULTRA PONG™ and the Atari ULTRA PONG™ DOUBLES come with hand-held Controllers for each player. The Controllers enable players to move the paddles or paddle on the game playfield. The ULTRA PONG™ has TWO paddle Controllers for 16 two-player games. Each Paddle Controller has a wire cable with a plug on the end.

For two-player games, insert the right and left hand Controller plugs into the jacks marked "A" on the rear of the Console (See Figure 3)

NOTE: If you purchased an Atari ULTRA PONG™ DOUBLES, you will have four controllers for two and four players with 32 game variations.

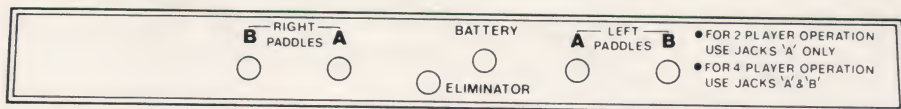


FIG. 3 — Rear Panel ULTRA PONG™

TO START PLAY

- Slide the Console Power switch to ON
- You will find a TV/Game switch on the Switch Box. Push it to Game.
- Set your television selector to Channel 3.
- Turn on your television and set the television volume at a minimum as the game sounds will be coming from your game Console.
- If your television has automatic fine tuning, turn it off. Adjust the fine tuning for the best picture.
- If a particularly strong TV station is broadcasting on Channel 3 in your area (or on cable television), remove the antenna wire or cable from the antenna connection on the TV/Game switch box during game operation.

NOTE: To return your television to regular programming, turn the Power Switch to OFF. Slide the TV/Game switch on the Switch Box to TV, and leave the television set on.

CHOOSING YOUR GAME

The game Power switch and the Select/Reset button are located on the top of the Console. After you slide the Power switch to ON, immediately press the Select/Reset button. A game playfield will appear on your television screen.

To change the game playfield that appears, press the Select/Reset button again. Continue to press the Select/Reset button to choose the game you wish to play.

NOTE: When any player already has scored, you must press the Select/Reset button TWO times to change the game playfield — once to reset the score to 0-0, and once to change the game playfield.

HOW TO MOVE THE PADDLES

When you turn the knob on your hand-held Controller, notice the paddle or paddles that move up and down on the playfield. These are the paddles you will control to hit the game balls. Your opponent will move his paddles with another Controller.

The paddles move only vertically on the playfield. If you have selected a game where you control more than one paddle, all of your paddles move together in unison when you turn the Controller knob.

Paddles for the player controlling the left side of the playfield are solid. The opposing player's paddles on the right side of the playfield are striped.

HOW TO PLAY PONG™

Two opposing players can play PONG™ on the Atari ULTRA PONG™ and ULTRA PONG™ DOUBLES. There are two types of PONG™ : Pong™ and Barrier Pong™. Both are played much like tennis. Just follow these directions:

- The game automatically serves the ball.
- Using his Controller, each player moves his paddles to volley the ball back and forth.
- You score one point when your opponent misses a ball or hits the ball out of bounds on your side of the playfield. The ball is then served to the player who LOST the last point.
- The first player or team to reach 15 points wins the game.

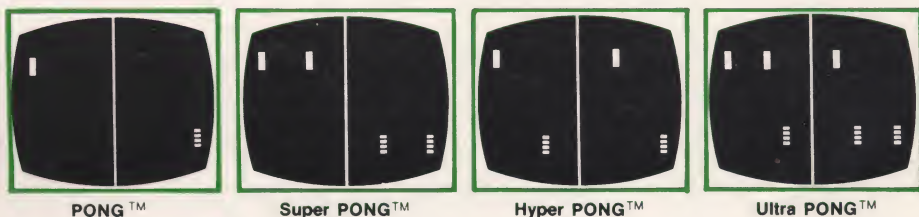


FIG. 4 — Pong Playfields

Your Atari ULTRA PONG™ has four versions of PONG™. There are two differences between these four games:

- The number of paddles each player controls vary.
- The location of the paddles changes.

The number of paddles and their location affect the difficulty and skill involved to play the games.

HOW TO PLAY HOCKEY

Two opposing players can play Hockey on the Atari ULTRA PONG™ and ULTRA PONG™ DOUBLES. There are two types of Hockey; Hockey and Barrier Hockey. These games resemble regular hockey action and playfields. To play all Hockey games, just follow these directions:

- The game automatically serves the hockey puck.
- Using his Controller, each player moves his paddle to hit the hockey puck into the opponent's goal.
- One player scores one point when he hits the puck into the opponent's goal.
- The first player to reach 15 points wins the game.

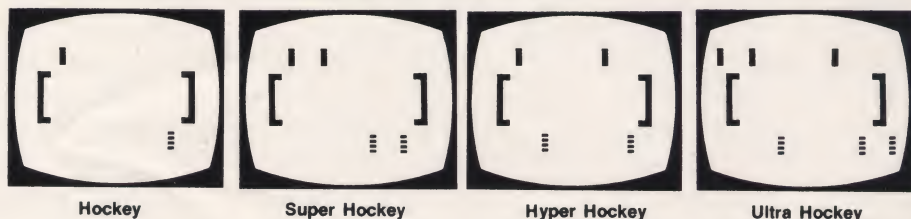


FIG. 5 — Hockey Playfields

Your Atari ULTRA PONG™ has four versions of Hockey. The two differences between the four games are:

- The number of paddles vary.
- The location of the paddles changes.

The number of paddles and their location affect the difficulty and skill involved to play the game.

BARRIER PONG™

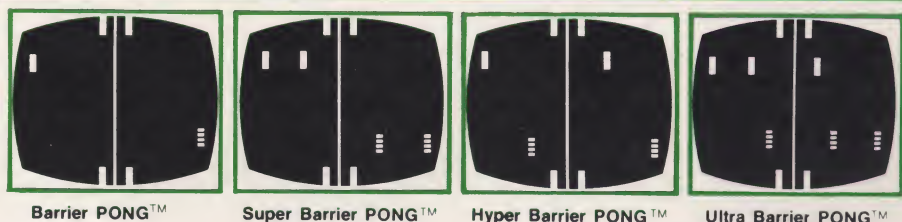


FIG. 6 — Barrier Pong Playfields

Two opposing players follow Pong rules to play Barrier Pong. The only difference between Pong and Barrier Pong is the barrier formation on the playfield. These barriers increase the difficulty of the player's volley.

BARRIER HOCKEY

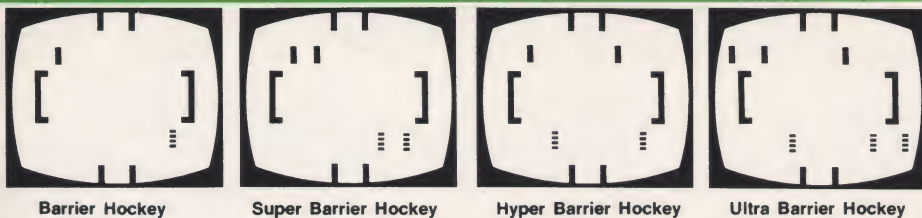


FIG. 7 — Barrier Hockey Playfields

Two opposing players follow the same directions for regular Hockey games. The only difference between Hockey and Barrier Hockey is the barrier formation on the playfield. These barriers increase the difficulty of hitting the puck into the goal.

ULTRA PONG™ DOUBLES

If you have an ULTRA PONG™ DOUBLES, TWO players can play 16 game variations and FOUR players can play another 16 games. You have 32 game variations on ULTRA PONG™ Doubles.

When four players are ready to play, just plug the remaining two hand-held Controller cables into the outside "B" jacks on the Console. (You should have already inserted the first two Controller cables into the "A" jacks on the Console). See Figure 8.

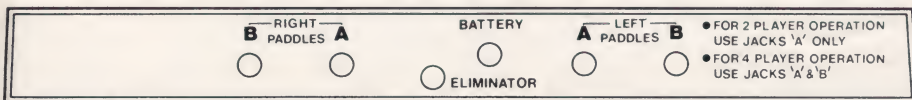


FIG. 8 — Rear Panel ULTRA PONG™ DOUBLES

After you install all four Controllers, the playfield automatically becomes a four-player playfield divided into four equal sections by a center vertical line and the center horizontal line. You will find that the movement of each player's paddles is restricted to his particular quadrant of the playfield.

Two more sets of paddles will also appear on the playfield. Now you're ready for a doubles match of any Pong or Hockey game. See Figure 9 for examples of a Pong™ and Hockey four-player playfield.

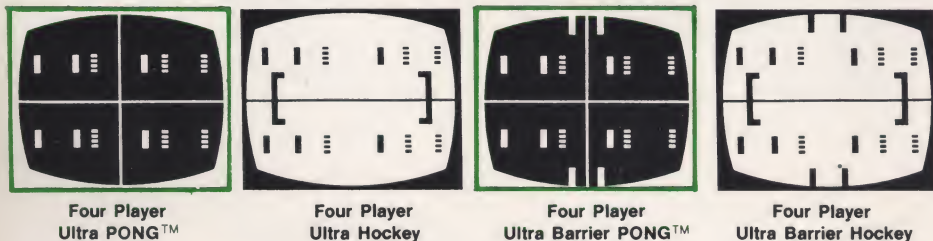


FIG. 9 — Typical Four-Player Playfields

PLAYING POINTERS

Remember these fine points about ball and paddle control and increase your playing skill more quickly for all the ULTRA PONG™ and ULTRA PONG™ DOUBLES games.

- Each part of the paddle deflects the ball at a certain angle.



FIG. 10 — Angle of Deflection

- After the fourth volley, the speed of the ball increases and the ball is deflected at narrower angles.

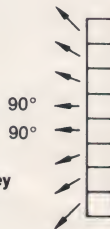


FIG. 11 — After the Fourth Volley

- After the eighth volley, the ball reaches maximum speed and the deflection angles become extremely narrow.

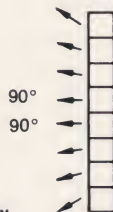


FIG. 12 — After the Eighth Volley

Once you become familiar with these fine points, you can use these different angles and speeds to surprise your opponent. By carefully selecting where your paddle hits the ball, you can choose where the ball will go.

CARE OF YOUR ULTRA PONG™ and ULTRA PONG™ DOUBLES

Just follow these simple guidelines to keep your game operating its best:

- Use Size "C" high quality batteries — similar to those batteries in an ordinary flashlight.
- Clean the outside game parts with a soft and slightly damp cloth.
- Avoid pouring any liquid in the speaker opening or on the Controllers.
- Remove batteries from the control unit when not in use over a month.
- Avoid lifting the console or controllers by the connecting wires. This could bend or crimp them and break the wire's internal insulation.
- Avoid dropping any part of the game.
- Turn the game OFF when not in use.
- Keep the game away from excessive heat.

TROUBLESHOOTING CHECKLIST

SYMPTOM	CAUSE AND REMEDY
Picture flickering when scoring.	<ul style="list-style-type: none"> ● Low voltage. Change batteries.
No playfield image on TV screen or whitish-gray screen	<ul style="list-style-type: none"> ● Batteries low, dead or not correctly installed. ● Switch Box set at "TV". Change to "GAME". ● Game Cable not properly plugged into Switch Box. ● Twin-lead wire not properly attached to rear of TV. ● Battery Eliminator not plugged into wall and/or Control Unit ● On/Off Switch not pushed to "ON" position.
No regular TV programs.	<ul style="list-style-type: none"> ● Switch Box set at "Game". Change to "TV." ● Twin-lead wire not properly attached to rear of TV. ● Antenna wire not properly attached at "300 OHM" screws on Switch Box.
Buzzing sound from TV loudspeaker.	<ul style="list-style-type: none"> ● Television volume on too loud. Turn volume control all the way down.
Playfield image clear and sharp, but bars or lines move across the screen.	<ul style="list-style-type: none"> ● A particularly strong TV station may be broadcasting on channel 3 in your area (or on cable TV). Remove the antenna wire or cable from the ANTENNA connection of the TV/Game Switch box only during game operation.
Playfield fuzzy like weak TV station signal.	<ul style="list-style-type: none"> ● Poor connections at antenna terminals of TV set or Switch Box.
Playfield unsharp, unsteady or no color.	<ul style="list-style-type: none"> ● TV set not fine-tuned for best picture. Use fine-tuning knob, color or tint controls on TV set to adjust.
ULTRA PONG™ worked before, but picture suddenly unsharp, unclear or unstable.	<ul style="list-style-type: none"> ● Batteries need to be replaced or fine-tuning knob on TV set was changed. Readjust fine tuning control.

REPLACEMENT PARTS

The replacement parts listed below should be ordered directly from ATARI, INC. Consumer Division, Parts Department, 1265 Bordeaux Drive, Sunnyvale, California 94086. When ordering repair parts, always include the following information:

- Part Name
- Model Number
- Part Number
- Name of Game

The Model Number of your Atari ULTRA PONG™ or ULTRA PONG™ DOUBLES is located on the bottom of the Console. Always mention the Model Number when requesting service or repair parts.

NAME OF PART	PART or MODEL NUMBER
Hand-Held Controller	CA010019-03
TV/Game Switch Box	CA010325
Battery Compartment Cover Assembly	CA010744
Rubber Foot	88-1004
Owner's Manual	C010930
Battery, size "C"	purchase locally

-
- NOTE—** Your Atari video game is engineered not to show a phosphor memory of the playfield or score digits. We suggest, however, to protect your television:
1. When playing the games, turn down the contrast of your television.
 2. Turn the Atari video game **OFF** when not in use.
-

LIMITED NINETY DAY WARRANTY

Atari, Inc. warrants to the original consumer purchaser that your Atari unit is free from any defects in material or workmanship for a period of ninety days from the date of purchase. If any such defect is discovered within the warranty period, Atari, Inc. will repair or replace the unit free of charge on receipt of the unit, postage prepaid:

Atari, Inc., Customer Service Division
1346 Bordeaux Drive, Sunnyvale, California 94086

This warranty does not apply to defects resulting from abuse, alteration, or unreasonable use of the unit, and does not apply to the batteries. Use of any AC Power Supply other than that designed for this game will invalidate this warranty. **YOU MUST COMPLETE AND RETURN THE WARRANTY REGISTRATION CARD WITHIN TEN DAYS AFTER DATE OF PURCHASE TO VALIDATE THIS WARRANTY.**

Any applicable implied warranties, including warranties of merchantability and fitness, are hereby limited to ninety days from date of purchase. Consequential or incidental damages resulting from a breach of any applicable express or implied warranties are hereby excluded. Some states do not allow limitations on how long implied warranties last and do not allow exclusion of incidental or consequential damages, so the above limitation and exclusions may not apply to you.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

SERVICE AGREEMENT

Atari, Inc. will service the unit on receipt, postage prepaid, with your check in the sum of \$15.00 at:

Atari, Inc.
Customer Service Division
1346 Bordeaux Drive
Sunnyvale, California 94086

This Service Agreement does not apply to defects resulting from abuse, alteration or unreasonable use of the unit and does not apply to units which require service three years after the date of purchase.



ULTRA PONG™ and ULTRA PONG™ DOUBLES WARRANTY REGISTRATION CARD

MAIL TO: ATARI, INC., Customer Service Division
1346 Bordeaux Drive, Sunnyvale, California 94086

You must complete these questions and return the card within 10 days of purchase to validate this warranty.

Name _____

Address _____

City _____ State _____ Zip _____

Product Name _____ Serial Number _____

Store Name _____ Date of Purchase _____ (from bottom of unit)

We would appreciate your answers to these questions to help develop future Atari Products. However, they are not necessary to validate the warranty.

Type of Store

☐ Department ☐ TV/Hi Fi ☐ Specialty Electronics ☐ Drug ☐ Discount ☐ Other _____

Where have you seen or heard about this product?

☐ TV Commercial ☐ Newspaper Ad ☐ Magazine Ad ☐ Played Coin-op game ☐ Saw in Store ☐ Friend told you

☐ Other _____

How many TV sets do you own? ____ Will the unit be connected to a color TV? ☐ Yes ☐ No Your sex ☐ M ☐ F

Married? ☐ Yes ☐ No Number of children ____ Your age? ☐ 18-24 ☐ 25-34 ☐ 35-49 ☐ Over 50

Family income ☐ under \$10,000 ☐ 10,000 - 15,000 ☐ 15,000 - 20,000 ☐ 20,000 - 25,000 ☐ over 25,000